Where do the probabilities come from?

- Probabilities come from:
 - Experts
 - Data

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2/6

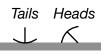
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Pseudo-counts convey prior knowledge. Consider: "how much more would I believe α if I had seen one example with α true than if I has seen no examples with α true?" — empirical frequency overfits to the data.

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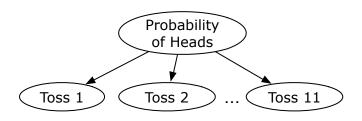
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- Which restaurants have a rating of 5?
 - Only restaurants with few ratings have an average rating of 5.
- Solution: add some "average" ratings for each restaurant!

Bayesian Learning

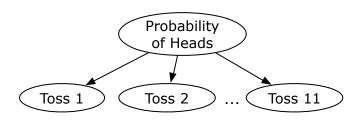


aispace: http://artint.info/code/aispace/beta.xml

- *Probablity_of_Heads* is a random variable representing the probability of heads.
- Range is $\{0.0, 0.1, 0.2, \dots, 0.9, 1.0\}$ or interval [0, 1].
- $P(Toss\#n=Heads \mid Probablity_of_Heads=v) =$

4/6

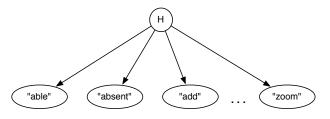
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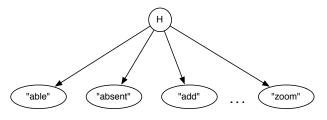
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- Toss#i is independent of Toss#j (for $i \neq j$) given $Probablity_of_Heads$
- i.i.d. or independent and identically distributed.





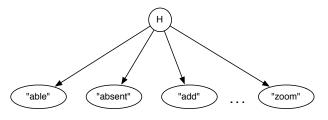
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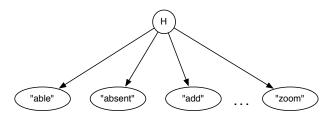


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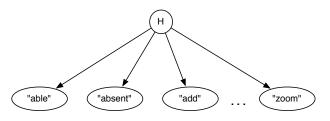
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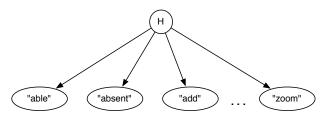
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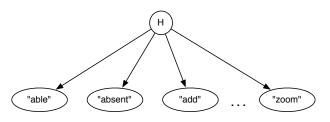
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5/6



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What prior counts should be used? Can they be zero?

If you were designing such a system, many issues arise such as:

• What if the most likely page isn't the correct page?



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- What if the user can't find the correct page?



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- What do we do with new help pages?



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- What about new words?
- What do we do with new help pages?
- How can we transfer the language model to a new help system?

